



BEGINNER'S CHECKERS

CONTENTS: 1 Gameboard, 12 Black Coins and 12 Red Coins.

SET UP THE BOARD : Place the Board between the 2 players so the first square on each player's right-hand corner is a light one. One player takes 12 red men and the other 12 black. Each sets up his men on the BOARD as shown in Diagram 1.

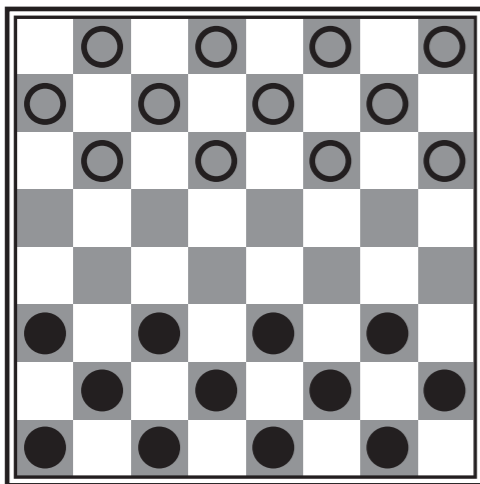


DIAGRAM 1

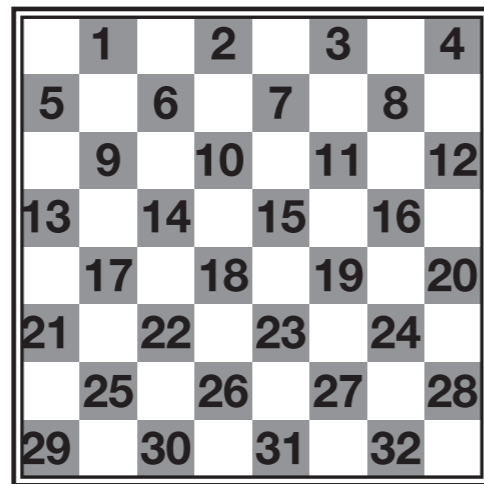


DIAGRAM 2

THE MOVES: Black plays first by moving one of his front-line men one square forward, along either diagonal row of dark squares. (His front-line men are Nos.21, 22, 23 and 24 – See Diagram 2. One of them, therefore, must be moved to an adjoining square, either 17, 18,19 or 20.) Red moves in the same manner, and after this, the players move one man alternately, always along the diagonal row of dark squares, towards his opponent's back line. Moves are made to unoccupied dark squares.

THE JUMPS: If an opponent's man is in the next diagonal square forward, with an empty dark square directly behind and in the same diagonal line in the row ahead, you must jump that man and land in the empty square, thereby capturing your opponent's man. Captured men are removed from the Board. If there are several successive jumps in a straight or zigzag forward direction, you must make all of them.

A player must capture his opponent's men whenever possible. If he does not, he may be "HUFFED," that is, his opponent may, as a penalty, remove from the board the man who should have made the capture.

KINGS: If one of your men reaches your opponent's back-line, it becomes a King and opponent places a captured man on top of it to indicate this. A KING can move in any direction along empty adjoining dark squares and can jump in the same manner as regular men, except that KING jumps can be made in any diagonal direction, either forward or backward.

THE WINNER : First person to remove all his opponent's men from the Board – or block his opponent so he can't move – is the Winner.

5 CHECKER BOARD GAMES

1. GIVE AWAY CHECKERS

The game is played according to the rules of the standard Checker game except the object is to force your opponent to capture your men and be the first player to lose all your Checkers.

2. CORNER CHECKERS

The game is played on the black squares of the Checker-board. Each player selects nine Checkers and places them on the board as in Diagram.3

The object of the game is to capture all your opponents men by jumping them.

A man may move on square at a time forward or sideways but not backward. A man may jump only his opponents men, one at a time or in series.

A king can be made by reaching the upper right-hand or lower left-hand corners. A king may move backwards.

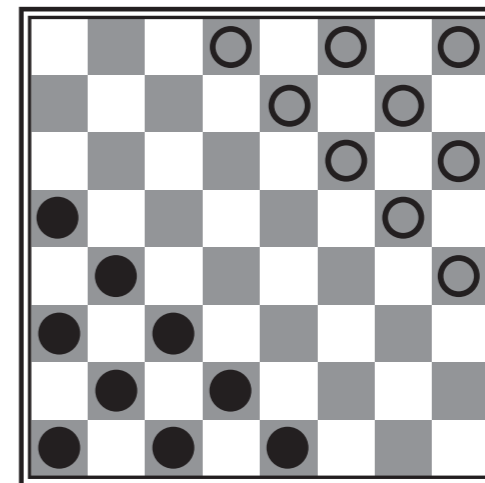


DIAGRAM 3.

3. "GOBANG"

The game is played on both the black and red squares of the Checker board.

The object of the game is to place 5 Checkers of your colour in a row either horizontally, vertically or diagonally.

Players alternate turns placing one Checker at a time on the board.

4. CHINESE CHECKERS

The game is played on the black squares of the Checker-board. Each player selects ten checkers and places them on the board as in Diagram.4.

The object of the game is to be the first player to reform your triangle on the opposite side of the board.

A man moves one square forward, backward or jumps his own or opponents men each turn. The men jumped are not removed from the board.

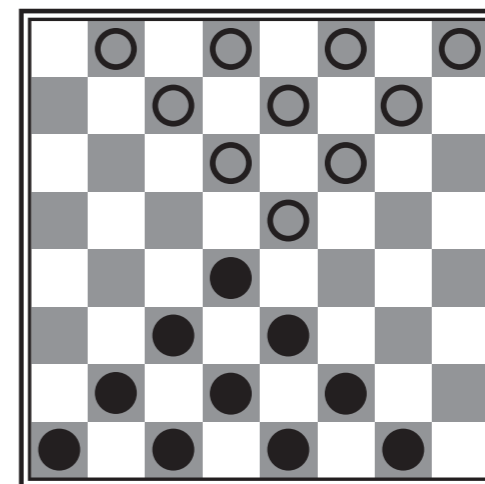


DIAGRAM 4.

5. FOX & HOUNDS

The game is played on the red squares of the Checker-board. One black Checker (the fox) is placed on the middle red square on one side of the board. Four red Checkers (the hounds) are placed on the four red squares on the opposite side of the board.

The fox moves first, one square each turn in any direction on the red square. One hound moves each turn, one red square forward, never backward. Neither the fox nor hounds may jump.

The game ends when either the fox slips past all the hounds or, the hounds surround or corner the fox so that he cannot move.